

K2

This ground breaking product combines the best aspects of existing programming methodologies with some stunning new concepts.

K2 is Kinesys' motion control console and employs a intuitive approach to automation programming. The operator uses 'click and drag' to move objects on the screen within a 3D world rather than typing positions into a table. This gives instant feedback as to the object's position in relation to other moving items.

K2 Console

K2 is available as a Console (with a PC built in) as well as a standalone piece of software. The Console provides a self-contained hardware solution (custom built by Kinesys) which includes a PC optimised to run K2, delivering the best possible user experience.

The Console allows for faster programming and easier operation with dedicated buttons and playbacks for controlling K2. An Emergency Stop button and Dead Man's Handle are also built into the Console for connection into an emergency stop system, including the Array PD-ES.



Minimum System Requirements

- 2GHz or faster processor
- 2GB RAM
- 100GB Hard Drive (2GB Free Space)
- 1366x768 Display (1680 x 1050 recommended minimum, Nvidia Quadro or similar graphics recommended for 3D graphics operation, multiple monitors supported)
- 1 x Ethernet Port; additional Ethernet port required for media server interface
- Windows XP Professional or Windows 7.
Operation under Windows 8 not yet supported

Software Features

- Graphical 3D graphical programming environment
- "Look-ahead" collision detection system
- 3D world and object import from CAD
- Offline working for cue programming and visualisation
- Unlimited channel and cue capacity
- Status monitoring of all Kinesys drives

Order Code

Description

KS2-00-0010

K2 Console
(With Software Pre-Installed)

KS2-00-0020

K2 Software Only

